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ARCANA

INSTRUCTION BOOKLET

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SUPER NINTENDO

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WARNING

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The Legend of the Card Masters

The land of Elemen has long been a gathering place for people from all over the known world. Rich in legend, long in tradition, there are many who see it as a land of unlimited opportunity. Some, in order to gain fame and fortune, have visited this land to fulfill their dreams.

According to the ancient legends, after the Reign of Evil instituted by the Empress Rimsala was toppled by the combined magic of the ancient order of the Card Masters, a long era of peace began in the kingdom. But there is a dark side of human nature that is ever-present in even the most ideal of lands. The six kingdoms on the island of Elemen were less than Utopian.

Disputes broke out constantly among these six kingdoms, but they were always minor and inconvenient, rather than dangerous. But in time these seemingly minor disputes spilled over and became as a storm over the land. Eventually the conflict spread out over the whole island, with each of the kingdoms fighting independently for control of the island. This continued on for many years. The cities were turned to ruins, and despair covered the land.

Taking advantage of the times of unrest, Galneon, one of the court magicians, launched a coup against King Wagnall. The King was killed in the conflict, and the evil Galneon ascended to the throne. In the conflict the King's two daughters disappeared. Their whereabouts is still unknown.

The Players

No man can go it alone, and a good warrior wants like-minded partners to share the load and the glory. Rooks will have to meet his companions along the road in the midst of adversity - you get to meet them here at your leisure.

Rooks, the Card Master

The ancient art of the Cards has been slowly dying out for over two hundred years. In the distant past, when the Evil Empire of the Empress Rimsala was at its peak, the discipline of the Cards was handed down from father to son through the generations. Through the teachings of the great Card Masters of old, a valiant group of resistors constantly harassed the regime, and made possible the overthrow of the Evil Empress after a struggle that took the lives of many a brave sorcerer.

Now the childhood memories that Rooks has of his father's use of the Cards is the only thing keeping the struggle alive. Each day Rooks brings out the Cards, shuffles through them, stares into the faces printed on the front, and tries to remember what he's seen his father do with that Card in the past. Each day he tries to cast a few spells using what he remembers - or thinks he remembers. Sometimes something happens - usually he sits and waits, then tries again. Through trial and error, and instructions from his old friend Reinoll, Rooks struggles to master the art of the Cards before it's too late.

Teefa

When Galneon started the coup and dark days fell over Galnia and the surrounding cities, both of the King's daughters disappeared without a trace. Princess Teefa, never known for her loyalty, had originally aligned herself with her old ally Darwin. But now she seems to have switched sides and taken up with her father's arch-enemy. What could be her plan - or is there a plan?

Ariel

Ariel's father, Rooks' father, and Axs made up one of the most famous fighting groups in the history of this land - the Three Knights of Lexford. The exploits of these three in defense of their land is legendary. But something has happened that no one can explain - this son of a great warrior, taught well from birth, given the training of a warrior in accordance with the wishes of his father, has gone over to the other side, plotting against Rooks and his companions. What other unusual things are afoot here?

Salah

The daughter of the slain King Wagnall was entrusted to Axs for safekeeping. As a member of the Royal Family, she carries a secret that Rooks' party needs to get into Stavery Tower to stop the Evil Empress Rimsala from completing her wicked plan of conquest. Clever and brave, Salah has the strength to follow through in the face of dire circumstances, and will never give up until Galneon's plot has been thwarted and peace restored to her homeland.

Axs

The only living member of the legendary Knights of Lexford, Axs is everything a warrior should be - loyal, intelligent, fearless, resourceful. The children of Elemen learned of the bravery and chivalry of these courageous men, and dreamed of one day being asked to join their ranks. King Arthur of the Round Table was once heard to remark, "If I had but a dozen men the likes of this one, I would rule not only England, but the world ...."

Reinoll

Good old Reinoll - where would our hero be without his kind concern and sage advice? After following various disciplines brought into the Kingdom from exotic distant places, and mastering the strange and powerful ways of magic, Reinoll decided to withdraw from the world to his hollowed-out tree in the woods, to read, to study, and to ponder the foibles of men, elves, dwarves and fighters.

The Sorcerer

The Sorcerer has remained in the hills, living like a hermit and meditating on his past as a warrior and Weaver of Spells, for many years now. The focus of his life, the reason for his very existence, has become the guarding of the Crystal Sword in preparation for the day when the uprising against the wicked Galneon can begin. With his command of all the disciplines of magic from around the world, the Sorcerer is just the one to protect this valuable treasure from harm.

Darwin

The first encounter with Darwin takes place when he's doing what he does best - taking on a horde of attacking monsters while politely declining offers of help. Self-reliant and confident, Darwin seems to turn up at the most unusual moments, save the day, then quietly slip away while others are wondering what happened. A valuable addition to any team - if you can get him to join!

Sylph, the Wind Spirit

Spirit Cards

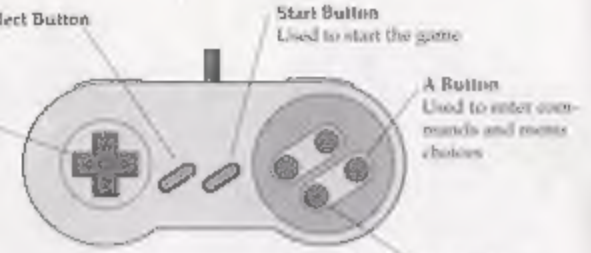
Each of the Spirit Cards has an attribute that is effective in attacks against enemies of certain other attributes (See the chart on the following page for more information.) Study the strong points of each spirit and use them when appropriate.

Efrite, the Fire Spirit

Mand, the Water Spirit

Dao, the Earth Spirit

Use of the Controller



A, B, X, or Y Button can be used to scroll through screen messages

Starting / Continuing a Game

When you first start the game the title screen will appear as shown. Notice that the words **New Game** appear in white, while the word **Continue** is ghosted (Appears as a grey shadow). If menu selections remain ghosted when you try to pick them, it means that this selection is not available at this time.

After your first save you will be able to select **Continue** and skip the introduction. After selecting **Continue**, you will be asked to select your file number (See, Saving Your Game, pg. 15). Up to three games can be saved in your Game Pak. Select the file containing your game and enter your selection. You can now begin your game from where you last left off.

Main Menu

Pushing the A Button during game play will bring up the main menu. Here is an explanation of the entries.

Look
Take a look at what's around you.

Call
Used to call up a spirit to help.

Map
In areas where a map is necessary the map is available. Areas where you've gone are shown with dark lines, and the unexplored areas are shown in light lines. The cursor will show where you are and what direction you are facing.

Magic
Gives you a list of the magic spells you have in your inventory

Ability
Gives a list of conditions and how the character is faring. Categories include Strength, endurance, intelligence, etc., as well as your character's HP, MP, and Experience points.

Color
Adjusts the color in your text display. Set this option to make the window the color of your choice.

Equipment
Shows inventory of weapons and defensive items in your possession.

Inventory
Shows cards and items you are presently holding.

Formation
In attacks, Formation determines which characters are in the front line of attack and which are in the back.Select which character you want to move, then move the square red cursor to the spot you want to move to, and those two positions will exchange

Tips on Using the Menus

- Armor, shields, and weapons can be distributed to members of your party. Let's say you want to move the Splint mail from Rooks' inventory to Axs's inventory. Select Separate from the menu. Then select Rooks' picture and push the A Button. The cursor will start flashing around Rooks' display. Then move the red bar cursor down to the Splint Mail and choose it by using the A Button. Now select Axs's picture, press the A Button, and the Splint Mail will be transferred to Axs.

- Ghosted items are unavailable for use by the selected character. For example, spirits do not need Armor, so Armor will be ghosted if one of the spirits is selected.

- Unneeded equipment can be discarded at any time, or sold in the village for cash or other items. See the section on the Outfitter's shop.

- When deciding on your formation, remember to keep stronger, better-equipped characters in the front, particularly if they're using short-range weapons. Spirits can use magic from the back row of formations.

Using the Attributes

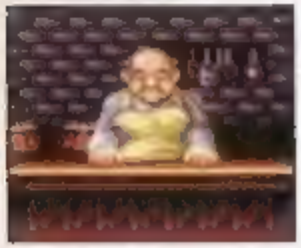
Attributes of Cards, enemies, allies, and spells are very important. Certain spells are only effective against enemies of certain attributes, and the attributes of members of your party can mean the effectiveness of spells cast by enemies can be increased, diminished, or thwarted completely.

Study and remember the chart above. The chart shows which which other attributes. A spell with a Fire attribute is effective against an enemy with a Wind attribute, and against an Earth attribute, but not against a Water attribute. If your enemy cast a spell with a Water attribute, you can counteract it by making sure that all the members of your party have an Earth attribute. Learning to use the differences in attributes to your advantage is a sure way

Chapter 1
The Journey Begins

The Village of Galia

Explore the village thoroughly before you set out on your journey into the unknown - you'll need lots of weapons, magic, and equipment to make it through the countryside. Enter buildings by pressing the upper arm of the Control Pad. Make your selections with the A Button. If you change your mind, you can back out of your selection by pushing the B Button. When you've made your selections exit by pushing any of the four buttons (A, B, X, Y). The gate of the village is the gateway to adventure, but those who pass through the gate unprepared will surely meet their doom.



The Alchemist behind the counter at the Apothecary is the local gossip - he always has a bit of information for you. He doesn't know much, but he'll talk to anyone. Select Conversation to find out what he knows. Pick up tidbits of gossip from him, but move on when he starts to repeat himself.

When you enter the Apothecary you'll be asked what you would like. Conversations will help you along your way, and Elixir items will increase your strength and stamina. You can get water, an elixir, or food items there. All of them will help members of your party.

The Inn of Galia

The Inn in Galia is the first roadside stop you'll encounter, but there is an inn in each of the towns you come across during your journey. A room at the Inn is just what the weary traveler needs to replenish his energy and clear his head. When you need a break, tell the young lady behind the counter - she will rent you a room. The next morning she will wake you up and send you on your way with a word of encouragement.

Saving Your Game

Save your game whenever you are at an Inn. If you can get to an Inn before you attempt a dangerous move you might be able to avert a disaster or reverse a defeat. Follow these steps to save your game:

1. **Select Save** from the A Room / Save menu while you are in one of the Inns.

2. **Pick a File.** Up to three games can be saved on the same Game Pak. Be sure not to write over someone else's game!

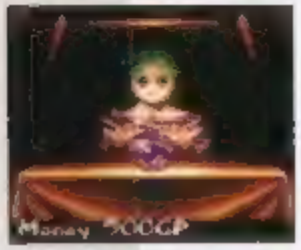
3. **Be sure that your game is saved.** If the save has been successful you will get a message saying, "File successfully saved". If, for any reason, your file is not saved, you will get a message telling you so. Please try saving your game again, or use another file number.

The Outfitter's Shop

The Outfitter has weapons and items to buy, sell, and trade. Scroll through the list of Items or Weapons to see what is available. As you select an entry a description of that entry will appear in the display at the bottom of the screen. The letters at the bottom of the screen stand for the names of the characters (Rooks, Darwin, Axs, Salah, Teefa). If a character can use that item the initial will be white - if the initial is ghosted that character can not use that item.

The Outfitter will also buy back items, and you can trade weapons in your inventory for items you want. After selecting what you want the Outfitter will ask you how you want to pay. If you select Trade you will have to choose an item you want to sell back to him. Of course, the Outfitter is in business to make a profit, and will not offer you as much for an item as you paid for it. If you don't like the amount you've been offered you can select Refuse and keep the item.

The Spirit Healer



The tent in the square in Galia holds someone who will help you on your journey. The Spirit Healer has a habit of appearing out of nowhere, setting up her tent, then disappearing under cover of night. You'll see her in different places on your travels. She can sell you cards of all attributes to help you defeat your enemies, or heal the spirits travelling with you.

Buy

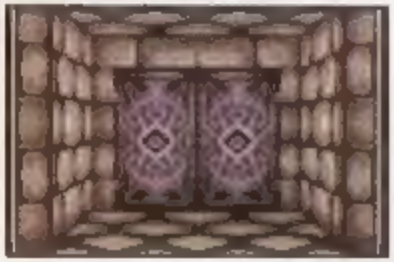
Selecting Buy will bring up the Card Purchase screen. Select the card you want using the Control Pad and enter your selections with the A Button.

Heal

The Spirit Healer can restore any of your spirits that have been destroyed. When she asks about healing spirits, answer her questions and she will bring any spirits you have lost back to health.

Balnia Temple

Our brave crew strikes out from Galia to the Balnia Temple searching for the first of the Treasures - the Crystal Sword. Enemies wait around every corner. Bizarre creatures assault the party at every step. The labyrinth stretches on forever, all the walls look alike. Weren't we here before? Doesn't that corner look familiar? What was that movement? A good place to use the map.



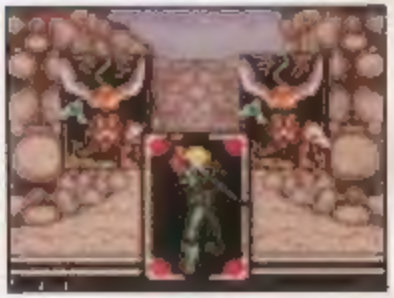
Find exit doors and remember where they are. They are the only way to get back to the village to restock and recuperate. A visit to the hotel will refresh your tired comrades when they are exhausted.

Treasure chests remain hidden until you are very close to them - only those brave enough to explore into the depths will come across Treasure Chests. Open them carefully and use their contents wisely.

Draven Pass

Between the village of Doraf and the Forest of Doubt lies the labyrinth of Draven Pass and the Crimson Valley. Overrun with fierce beasts and deadly foes, the twisted passageways through the Pass will confuse even the most intrepid of fighters - watch your step!

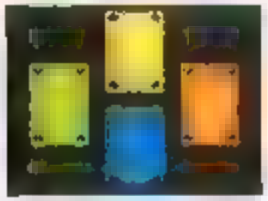
As Rooks and Salah try to find their way through the twisting, turning alleyways in the Pass they come upon a strange sight - a stranger, fighting alone against a score of enemies. They offer their help in the battle.



After defeating the enemies, Rooks finds that they have someone in common - Darwin was the first caretaker of Princess Teefa after the overthrow. But now it seems she has gone over to the other side. Perhaps we'll meet up with her soon.

Reinoll the Elder

Along the way Rooks stops in for a rest and some information at the home of Reinoll the Elder - wizard, sage, alchemist, Renaissance man. Surrounded by his library of rare and unusual books, Reinoll tells Rooks of the Treasures and spirits needed to defeat Ramsa. Then he confirms Rooks' worst fears - the only one who can accomplish the task is a true Card Master. The die is cast.



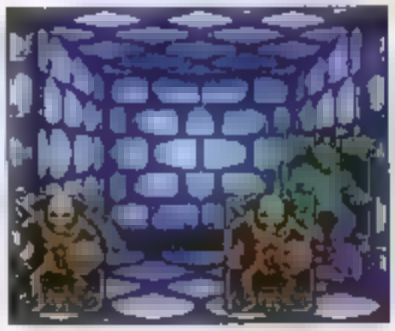
The four kinds of spirits - Wind, Fire, Water and Earth. Each with their own unique powers and qualities. All four are needed for the bearer to accomplish his assigned task.

The Three Treasures - the Spirit Sword, Enchanted Jewel and Crystal Sword. Formed in fire, strengthened in adversity, passed down through the generations.

The Ice Mine

After picking up information from Reinoll the Elder, our party takes off for the volcanic Crystal Pom. Mountains and the Ice Cave hidden on its slopes. The mouth is well hidden, but our party knows the way, and are soon exploring inside.

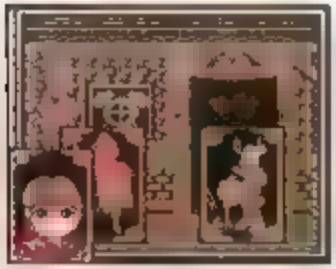
The Ice Mine - miles of frigid corridors populated by creatures whose blood runs as cold as the ice stalactites in the dark recesses of the mountain. Our goal in this torturous place is to find the Lava Room and retrieve the Enchanted Jewel, the second in the trio of treasures. Press on to the prize.



The Lava Room - unbearable heat from pools of molten metal surrounded by bitter cold. Pools of lava make passage impossible. Any enemies met here must be dealt with here - no chance of escape, no chance of flight - and, if a warrior is not quick enough or nimble enough, no chance of survival.

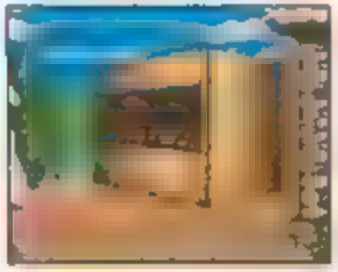
The Village of Doraf

Next stop: the sleepy village of Doraf. The battle at Balnia Temple has taken its toll. Our party, and Rooks and friends, take refuge in the village of Doraf, home of Axs. The party takes advantage of the break in their trek to rest and re-equip before setting out for the Forest of Doubt.



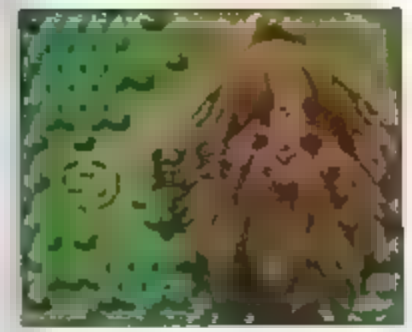
After the battle in Balnia Temple the party makes its escape to Axs' house hidden in the woods. It is here that Rooks meets Salah, the young daughter of the slain King and the next potential member of the party. Salah may look demure, but she's courageous and resourceful.

The Merchant of Doraf has set up his shop in a back alley in the village. The local [illegible] thinks that he's just selling produce and dry goods. [illegible] got a little side business - selling weapons to knights in need. If you know how to ask he'll sell to you, too.



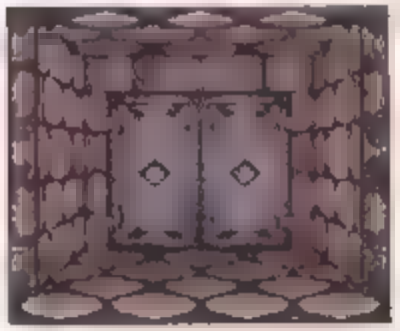
Don't spend any more time with this unscrupulous character than you have to. One look in his face will tell you there's nothing to be gained by antagonizing this guy. Just get what you need and continue on. Heavier weapons than in Galia, and correspondingly high prices.

Stavery Tower



After regrouping in the Elf Village, the party sets off on the long trek up the mountain to Stavery Tower and the final confrontation. In the tower is floor after floor filled with enemies lurking in every dark, dank corner. Remember where you are, and keep a sharp eye on your compass.

Each floor in Stavery Tower has a secret door leading to the next level. Each door you find brings the party one step closer to the confrontation with Gameon and Rimsala. That's one step closer to final victory - or utter defeat.



The final confrontation with Gameon to decide the fate of our hero, his band of warriors, and the entire island of Elemen will take place in this very room, at the top of Stavery Tower. Final victory is in your hands - and in the cards.

Items

Following is a list of items you can pick up along the way and the effect each one has. The price for each item varies with each level. Use your money and items wisely.

Sleeping Bag	[illegible] and MP restored to original condition
Tent	[illegible] and MP restored to original condition. Also reverses Paralysis and Petrify spells.
Strength Honey	Increases [illegible]
Intelligence Honey	Increases intelligence and aptitude
Endurance Honey	Increases endurance and perseverance
Agility Honey	Increases agility and dexterity
Restore Honey	Maximum HP is increased
MP Honey	Maximum MP is increased
Herbs	Restores some of your HP
Mod[illegible]	Restores larger portion of your HP
Silver Flask	Restores some of your MP
Gold Flask	Restores larger portion of your MP
Maidens Tears	Reverses Petrify spells. Only 1 Party member
Moon Oil	Reverses Paralysis spells. Only 1 Party member

ARMOR

Bracelets	Ro	Ax	Sa	Ar	Te	Dam	DP	GP	Attr
Tri-Sinar				X	X		20	300	
Rune Gauntlet				X	X		40	500	
Mithril Gauntlet				X	X		160	3000	
Magic Gauntlet				X	X		180	10000	
Spirit Gauntlet				X	X		200	2	
Moon Gauntlet				X			220	4000	
Cursed Gauntlet				X	X		10	2	

Armor	Ro	Ax	Sa	Ar	Te	Dam	DP	GP	Attr
Soft Leather	X	X	X	X	X	0	20	100	
Hard Leather	X	X	X	X	X	0	30	300	
Ring Mail	X	X	X			0	40	500	
Scale Mail	X	X	X	X		[illegible]	60	700	
Chain Mail	X	X	X			0	80	1000	
Breast Mail				X		0	85	1500	
Breast Plate	X		X	X		0	[illegible]	2000	
Seam Mail	X	X	X			0	120	3000	
Plate Mail	X	X				0	145	4500	
Mithril Chain	X	X				0	150	5000	
Mithril Plate	X			X			160	7500	
Mithril Mail	X	X					180	10000	[illegible]
Demon Mail		X					205	20000	[illegible]
Dragon Mail	X					0	190	20000	
Magic Plate	X			X			200	25000	
Magic Mail	X			X		0	2[illegible]5	30000	
Earth Plate				X		0	230	20000	[illegible]
Grand Armor	X					0	240	30000	
Rococo Mail	X	X	X	X	X	[illegible]	35	50000	

Robes									
Robe			X		X		25	50	
Silver Robe			X		X		100	750	
White Robe			X				145	1000	
Shaman Robe			X			0	160	20	
Magic Robe					X		180	15000	
Robe of Valor					X	0	200	30	

Shields	Ro	Ax	Sa	Ar	Te	Dam	DP	GP	Attr
Small Shield	X	X	X			0	20	180	
Large Shield	X	X	X			0	40	300	
Spike Shield	X	X	X			0	80	750	
Iron Shield	X	X	X			0	120	1000	
Mithril Shield	X	X	X			0	140	1500	
						0			
Dragon Shield	X					0	170	2500	
Demon Shield		X				0	180	2480	
Magic Shield			X			0	160	40000	
Caesar Shield	X					0	200	45000	
Grand Shield	X					0	220	24800	
Enchanted Shield	X	X	X			0	10	2	

Weapons

Axes	Ro	Ax	Sa	Ar	Te	Dam	DP	GP	Attr
Flying Axe	X	X		X		50	0	450	
Battle Axe	X	X				70	0	1700	
Great Axe		X				100	0	4800	
Demon Axe		X				160	0	0	Earth

Whips									
Whip			X		X	35	00	170	
Chain Whip			X		X	55	0	850	
Blackthorne Whip			X		X	60	0	5500	

Hammers	Ro	Ax	Sa	Ar	Te	Dam	DP	GP	Attr
Mace		X	X			65	0	1000	
Flail		X	X			90	0	1300	
Battle Hammer		X				90	0	1200	
Morning Star		X					0	6000	

Swords	Ro	Ax	Sa	Ar	Te	Dam	DP	GP	Attr
Dagger	X	X	X	X	X	20	0	100	
Short Sword	X	X	X	X	X	40	0	200	
Long Sword	X			X		60	0	500	
Broad Sword	X			X		80	0	1000	
Scimitar	X	X		X		100	0	1500	Water
Ice Blade	X			X		120	0	2000	
Undead Blade	X					140	0	3000	Fire
Fire Blade	X					160	0	5000	
Dragon Blade	X			X		180	0	7500	
Magic Sword	X			X		200	0	10000	Wind
Lightning Sword	X			X		220	0	13500	
Desiree				X		240	0	20000	All
Crystal Sword	X					230	0	2	All
Spirit Sword	X					260	0	2	
Giant Sword	X					280	0	2	
Golden Sword	X	X	X	X	X	100	0	30000	
Cursed Sword	X	X	X	X	X	100	0	0	

Wands									
Staff			X		X	30	0	150	
Mage Staff			X		X	50	0	400	
Memory Wand			X			60	0	700	
Firebrand			X			100	0	1000	
Elder's Staff			X		X	110	0	4500	Wind
Wish Wand			X			120	0	10000	
Staff of Wisdom					X	140	0	7500	
Spirit Staff					X	160	0	5000	Wind

Abbreviations Used in Charts

Weapons and Armor Charts
Ro - Rooks, **Ax** - Axs, **Sa** - Salah, **Ar** - Ariel, **Te** - Teefa, **Dam** - Damage, **DP** - Damage points, **GP** - Gold pieces, **Att** - Attribute.

Spell Charts
Att. - attribute, **W** -Water, **w** - Wind, **F** - Fire, E - Earth
*** column** - whether the spell affects all enemies on the screen (All) or one at a time (S). MP - Magic Points

Spells

Spell Name	Att.	*	MP	Effect of Spell
Lightning 1	Wind	A	8	All attacked by lightning
Lightning 2	Wind	A	14	All attacked by lightning
Lightning 3	Wind	A	20	All attacked by lightning
Smash 1	Earth	A	8	Throw stones at enemy
Smash 2	Earth	A	14	Throw stones at enemy
Smash 3	Earth	A	20	Throw stones at enemy
Water 1	Water	A	8	Enemies are drowned
Water 2	Water	A	14	Enemies are drowned
Water 3	Water	A	20	Enemies are drowned
Flame 1	Fire	A	8	Enemies attacked by fire
Flame 2	Fire	A	14	Enemies attacked by fire
Flame 3	Fire	A	20	Enemies attacked by fire
Attribute 1	w W	S	10	Effective against E & W
Attribute 2	w W	A	15	Effective against E & F
Attribute 3	E W	A	20	Effective against W & F
Attribute 4	w F	S	15	Effective against E & w
Attribute 5	E F	S	20	Effective against w & W
Attribute 6	W F	A	23	Effective against F & w
Attribute 7	w E W	A	24	Effective against E, W & F
Attribute 8	w E F	S	24	Effective against E, W & w
Attribute 9	w W F	A	30	Effective against E, F & w
Attribute 10	E W F	S	30	Effective against W, w & F
Attribute 11	All	A	40	Effective against All
Call Wind Spirit	w	A	40	Summons Wind Spirit
Call Earth Spirit	E	A	40	Summons Earth Spirit
Call Water Spirit	W	A	40	Summons Water Spirit
Call Fire Spirit	F	A	40	Summons Fire Spirit
HP Restore All		A	30	Restores HP for All
HP Restore		A	30	Restores HP for one
Heal 1		S	16	Restores HP
Heal 2		S	24	Restores HP
Heal 3		S	42	Completely Restores HP
Heal All 1		S	20	Restores some HP for all
Heal All 2		A	40	Restores some HP for all
Chaos Wind	w	A	25	Sweeps enemies away
Entomb	E	A	25	Buries enemies
Destroy	F	A	25	Destroys enemies
Paralyze All		A	23	Paralyzes all enemies
Petrify All		A	23	Turns enemies to stone
Sleep All		A	20	Puts enemies to sleep
Confused All		A	20	Prevents logical thinking
Paralyze		S	13	Paralyzes one enemy

Petrify	Water	S	15	Turns one enemy to stone
Sleep		A	10	Puts one enemy to sleep
Confused		S	10	Prevents logical thinking
Offense Impair		A	4	Limits enemy's accuracy
Offense Impair All		S	7	Limits enemies' accuracy
Defense Impair		A	4	Limits enemy's defense
Defense Impair All		S	7	Limits enemies' defense
Accuracy Impair		A	4	Limits enemy's accuracy
Accuracy Impair All		A	7	Limits enemies' accuracy
Attack Impair		A	4	Limits enemy's attack
Attack Impair All		A	7	Limits enemies' attack
Ruinous Mission		A	20	Sacrifices player's strength
Flee		A	32	Retreat to regroup
Dodge All		A	5	Attack parry increased
Wall All		A	5	Defense strength increased
Accuracy Increase All		A	5	Attack accuracy increased
Stomp All		A	5	Attack strength increased
Change Attr. to Wind		A	4	Changes attribute
Change Attr. to Earth		A	4	Changes attribute
Change Attr. to Water		A	4	Changes attribute
Change Attr. to Fire		S	4	Changes attribute
Restore All		S	10	Restores to original state
Unpetrify		S	4	Counters Petrify spell
Restoration of Spirit		S	50	Restores all of the Spirits
Home		-	8	Return to village

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